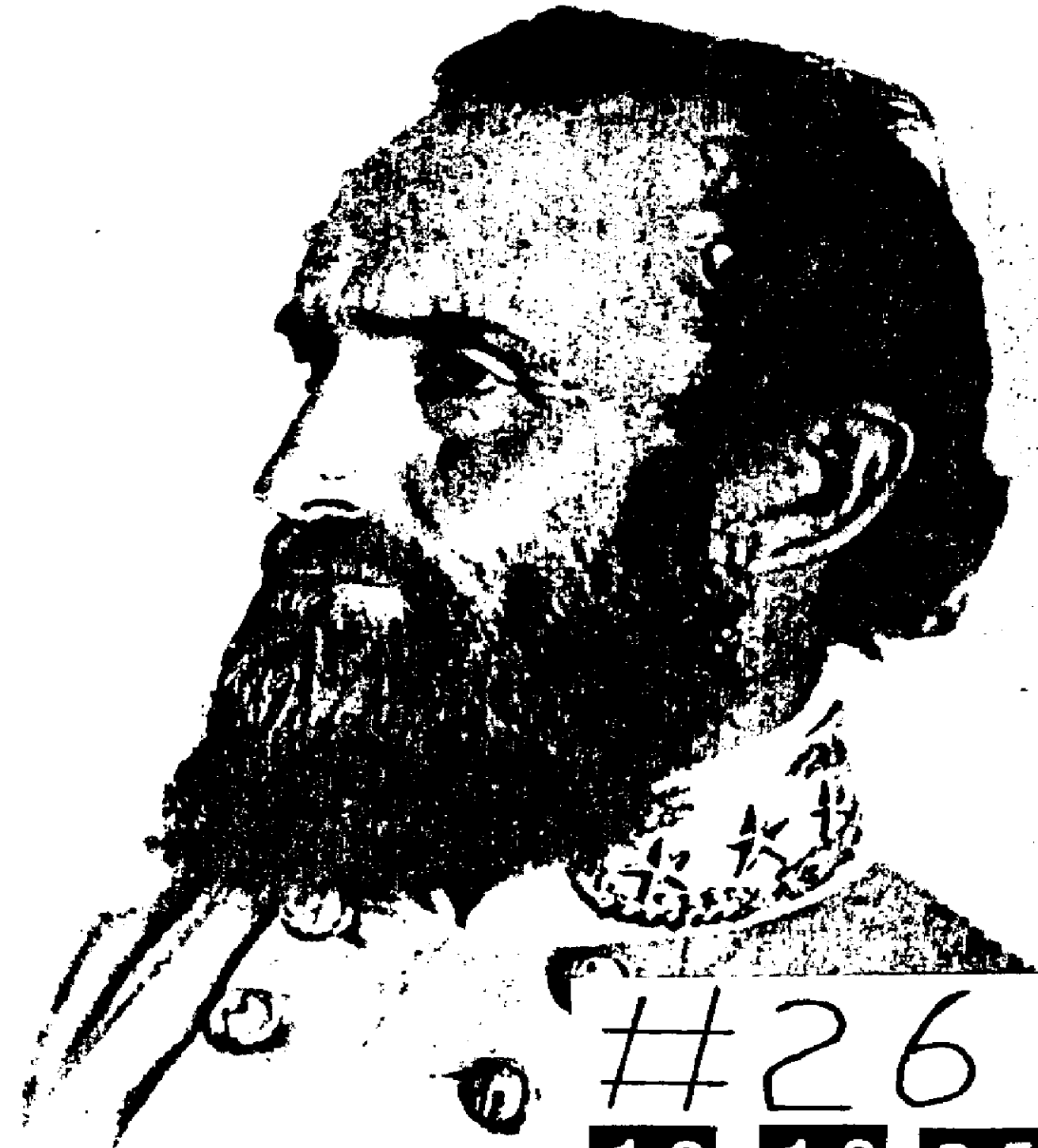


# THE APPALACHIAN GENERAL



# 26

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 The Appalachian General (TAG) is a monthly publication of DAVALAN Press. TAG is devoted to the playing and discussion of Diplomacy and other diplomatic games. Articles are reviews on related subjects occasionally appear. There is a quiz on military history every other issue. Subscriptions are 75¢ per issue or 15 issues for \$10.00 (if paid in advance). Game fees are variable. The editor of The Appalachian General is: David K. Mc/Crumb, Route 1, Box 109, New Castle, Virginia 24127 Phone: 703-864-6501  
 \*\*\*\*\*

GAME OPENINGS:

Final Conflict III                      game fee - \$4.00                      need two players

Bongard, Early, Johnson, Ouzts, Zarse

Johnson will be dropped from this list unless I hear from him before the next due date.

ALL MOVES ARE DUE BY FRIDAY, NOVEMBER 8 1985.

I am very sorry about this issue being so late. We had a death in the family, and that took about a week of time (I have to go back down to North Carolina this weekend again). I then had to get caught back up in school, which I am now about half way there. Hopefully, the next turn will not be so bad.

There are probably lots of mistakes in typing this issue. Please overlook them, as this was done quickly. The games had all been finished before I had to leave except the Civilization Game, so the others should be ok. This issue is longer than normal because I added a few things that I had been asked to include. Some are not up to my normal standards. Sorry.

DIPLOMACY WORLD is in danger of folding. While I do not think this is The Flagship Publication of the hobby, it would be a sad loss to have such a fine journal fold. They are asking for donations and as many subscriptions as possible. DW is quarterly and runs about 50 pages of quality material. Subscriptions are \$12/4 issues. I have already sent a donation and a sub. (All old subs are being asked to be forgiven.) If you want to become a subscriber, write to Larry Peery, PO Box 8416, San Diego, CA 92102.

Speaking of DIPLOMACY WORLD, Bruce Linsey has done a fake of it. The fake was done very well. The printing was slightly below the norm, but I passed that off as another of the troubles they have been having in the past year. Bruce was kind enough to tell us it was a fake in the last line. Even so, it was a very nice publication, much of the contents being true.

The Boardman Number Custodian has resigned. This position is now open. As much as I would love to take it over, I feel that Graduate School has closed that option for me, at least for the next three years. If you are interested, write to Bill Quinn, 301 Conroe Dr., Conroe, TX 77301.

I understand that Mark Larzelere (Beethovens Last) is now ranked 32nd and Neill Goltz (Numbers, Hokie) is ranked 58th in the last DRAGONSTOOTH Rating of postal Diplomacy players. Mark Frueh (Beethovens Lst) is also rated 55th. Mark is also ranked as the 5th best Austria, overall.

DREPSIX(1985C)

Fall 1904

Diplomacy

IDDIE ENGLAND-ITALY REMAIN CONSTANT; TURKEY HOLDS ON  
GERMANS RECAPTURE BERLIN; OCTOBER REVOLUTION REVIVES RUSSIAN FORTUNES

RETREATS: Russian A Rum-Gal.

ENGLAND(Mattern): NMR; F Ion H, A Ipl H.

FRANCE(Evans): A Par-Pie, A Mar-Bur,  
F Iri-Ipl, F NAO S F Iri-Ipl.  
F Eng-Ion.

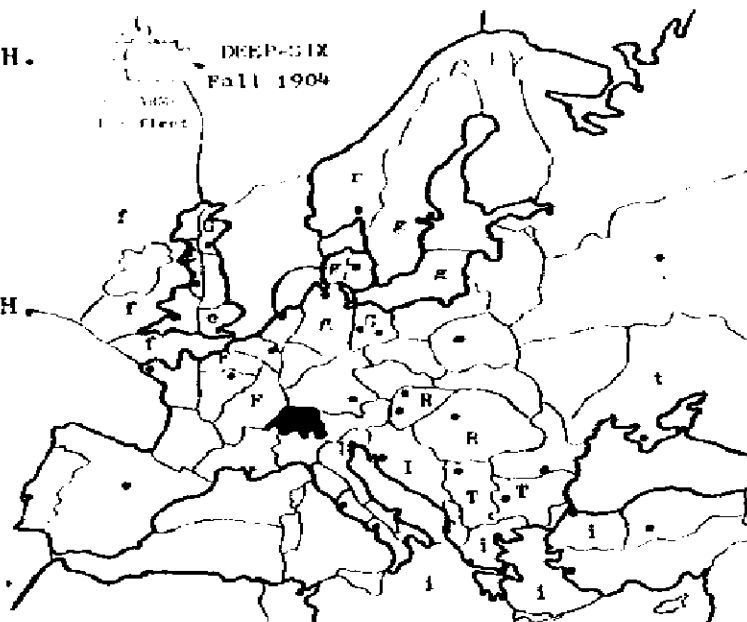
GERMANY(Crosby): A Vie H/dsl, A Edi S  
ENGLISH A Ipl H, A Mun-Ber,  
F Bal S A Mun-Ber, F Den-Kie,  
F Nth-Den, F Swe S F Nth-Den.

ITALY(Ouzts): NMR; A Ser H/ANN, F Con H,  
F Aeg H, F Ion H, A Tri H, A Apu H,  
F Gre H, A Ven H,

RUSSIA(Johnson-Brooks): A Gal-Vie,  
A Bud S A Gal-Vie, F Ska-Nwy,  
A Ber-Mun/dsl.

TURKEY(Prieto): A Rum-Ser, F Bla-Sev,  
A Alb S A Rum-Ser, A Bul S A Rum-Ser.

DIP: The dislodged German army may  
retreat to Tyrolia, Bohemia, or disband.  
The dislodged Russian army may retreat  
to Silesia, Prussia, or disband.



Anthony Brooks is the permanent Russian player starting with this  
turn. I am asking James Early (3705 Uruguay, Pasadena, TX 77504) to  
submit standby orders for England. I am asking Jeff Zarse (Russell Sage Hall  
#302, Hanover, NH 03755) to submit standby orders for Italy.

SUPPLY CENTER CHART.....1904

ENGLAND:	Lon Ipl.....	2/2	Constant
FRANCE:	Bre Mar Par Spa Por.....	5/5	Constant
GERMANY:	Kie Mun Hol Bel <del>Nwy</del> <del>Vie</del> Edi Ber Den Swe.....	8/7	Builds 1*
ITALY:	Nap Rom Ven Tri Tun <del>Ser</del> Gre Smy Con.....	8/7	Builds 1
RUSSIA:	Mos StP War Rum <del>Ska</del> Bud <del>Nth</del> <del>Den</del> Vie Nwy.....	7/4	Builds 3
TURKEY:	Ank <del>Alb</del> Bul Sev Ser.....	4/4	Constant

\*Germany will play one short if they disband the retreating unit

@Russia will play one short if they disband the retreating unit

-Both are due to a shortage of open home centers in which to build

Winter 1904 adjustments and Spring 1905 moves are due with the next issue.

PRESS-----

AND NOW - THE LATEST HIT FROM ITALY'S HOTTEST GROUP - "CEASARS LEGIONS"

I won't pull my punches any longer  
I do Believe its time for me to roll  
You hoped that our alliance would get stronger  
But sorry Pedro, Its time you gotta go.

And Even as Pat Conlon  
Kept Begging you to write  
There's nothing I like better  
Than a Constantinople Night.

And I've gotten closer then you ever hoped I might!

And I won't pull my punches any more  
No more Mister nice guy anymore  
It's time to Bring my ships onto your shores  
I'm Blasting down the doors to Smyrna.

No I won't pull my punches any more  
I'm no mister nice guy anymore  
No matter if you crawl upon the Floor  
Nor how hard you implore  
Pedro, I won't pull my punches any more.

TENSIONS MOUNTING IN EUROPEAN THEATRE

AUSTRIA: Stephen Dycus            Evansville, IN  
 ENGLAND: Robert Addison        Silver Spring, MD  
 FRANCE: Jim Diehl                Eden Prairie, MN  
 GERMANY: John Crosby            West Chester, PA  
 ITALY: Paul Kelly                Concord, CA  
 RUSSIA: Morgan Griffith        Salem, VA  
 TURKEY: Larry Botimer          Bellevue, WA

DIP: This game has set a record by filling faster than any other game I have offered, only six weeks. It is the fifth Diplomacy game I have GMed, and the tenth pbm game overall. It also includes my first players from west of the Rockies.

Turkey was the choice of preference for this game, followed by England. The Spring 1901 moves are due with the next issue, this date can always be found on Page 2 of the current issue. I have preliminary moves for France and Germany. Good Luck!

ITALY TAKES OUT FRANCE AND STABS AUSTRIA

RETREATS: German A Bel-Ruh.

AUSTRIA: A Ukr-Sev, A Rum S A Ukr-Sev,  
 F Alb-Ion, F Gre S F Alb-Ion,  
 A Ser S F Gre, A Sil-Boh, A War-Sil.

ENGLAND: F Den-Kie/dsl, F Hel-Hol,  
 F Nth S F Hel-Hol, A Bel s F Hel-Hol,  
 F Eng S A Bel, A Swe H.

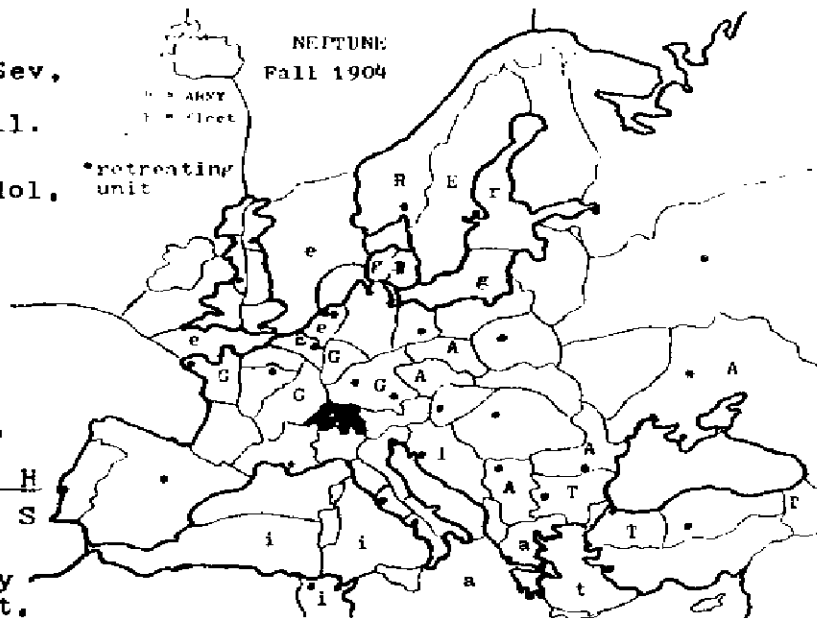
FRANCE: A Mun H/dsl, F Tun H/dsl.

GERMANY: A Hol-Bel/dsl, A Ruh S  
 A Hol-Bel, A Ber-Mun, A Bre H,  
 A Bur S A Ber-Mun, F Kie-Den,  
 F Bal S F Kie-Den.

ITALY: A Ven-Tri, F Nap-Trn.  
 F Ion-Tun, F Wes S F Ion-Tun. *dsl*

RUSSIA: A StP-Nwy, F GoB-Swe, A Sev H

TURKEY: A Arm-Sev, F Aeg-Gre, A Bul S  
 F Aeg-Gre, A Con S A Bul.



DIP: The dislodged English fleet may retreat to Skagerrak, Helgoland Bight, or disband. The French retreats do not matter. The German army may retreat to Picardy or disband. The Russian army may retreat to Moscow or disband. The French retreats do matter. The French army may retreat to Kiel, Tyrolia, or disband. The French fleet may retreat to North Africa or disband.

SUPPLY CENTER CHART.....1904

AUSTRIA:	Bud <del>Tri</del> Vie Ser Gre Rum War Sev.....	7/7	Constant
ENGLAND:	Edi Ion Ipl <del>Nwy</del> Swe <del>Bel</del> Hol.....	6/6	Constant*
FRANCE:	<del>Tri</del> <del>Nwy</del> Kie?.....	0/2	Remove 2@
GERMANY:	Ber Kie? <del>Nwy</del> Bre Par <del>Mar</del> Mun Den.....	7/6	Builds 1%
ITALY:	Nap Rom Ven Spa Tun Tri.....	6/4	Builds 2
RUSSIA:	Mos StP <del>Sev</del> Nwy.....	3/3	Constant\$
TURKEY:	Ank Con Smy Bul.....	4/4	Constant

\*England will build one if they disband F Den  
 @France will remove one if they retreat A Mun-Kie  
 \$Germany will be constant if France retreats A Mun-Kie  
 \*Russia will build one if they disband A Sev

JACK DANIELS(1983Yrb32)

Spring 1910

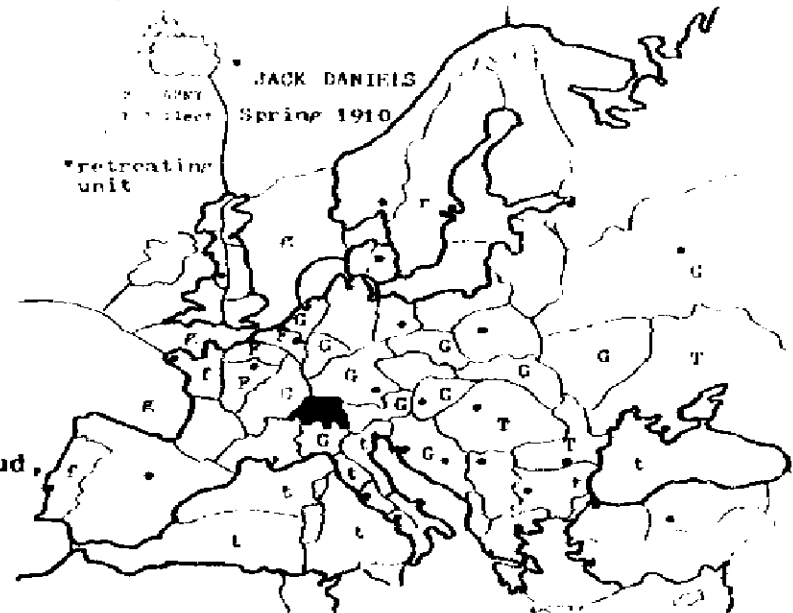
Gunboat

## TURKISH FLEETS ADVANCE IN WESTERN MED. ARMIES IN EASTERN EUROPE

RETREATS: German A Rum-Gal.

FRANCE: F Mid-Por, F Eng-Bre,  
A Bur-Pic, A Par S A Bur-Pic,  
A Bel S A Bur-Pic. 'Constant'GERMANY: Builds A Kie, A Ber.  
A Kie-Hol, A Ber-Sil, F NAO-Mid,  
F Ion-Nth, F Pic-Eng, A Hol-Ruh,  
A Mar-Bur, A Mun S A Hol-Ruh,  
A Pie-Ven, A Tyo S A Ven-Tri,  
A Vie-Tri, A Boh-Vie, A Gal-Bud.  
A Ukr-Rum, A Mos-Sev.ITALY: Removes retreating unit.  
OUT!

RUSSIA: F GoB-Swe.

TURKEY: A Bud S A Tri, A Rum S A Bud,  
F Ven S A Tri, A Tri S A Bud/dsl,  
F Bul(ec) S A Rum, A Arm-Sev,  
F Bla S A Arm-Sev, F Trn-Gol,  
F Tun-Wes, F Nap-Trn, F Rom-Tus.DIP: The dislodged Turkish unit may  
retreat to Serbia, Albania, or disband. The proposal to Germany was  
rejected by a vote to 3 yes and 1 no. Fall 1910 moves are due with the  
next issue.

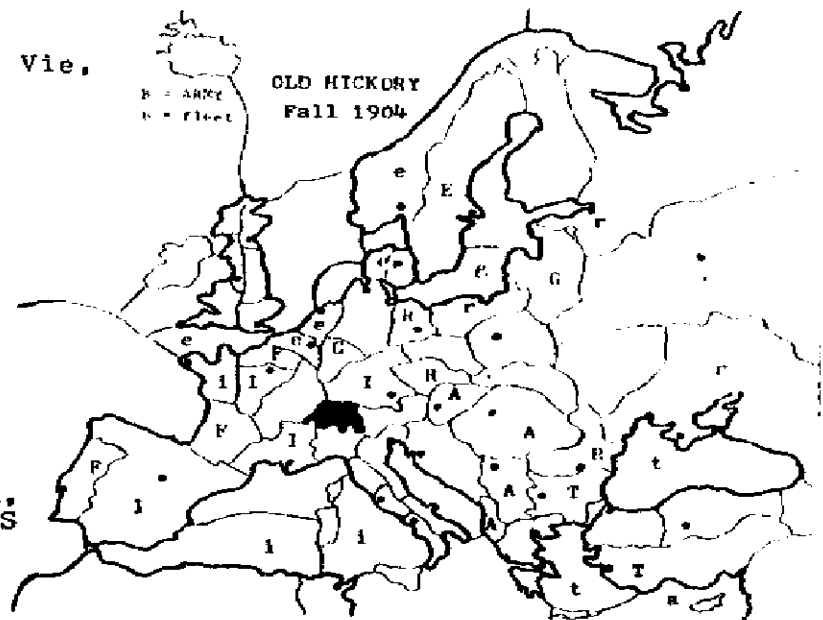
OLD HICKORY(1985Brb32)

Fall 1904

Gunboat

## GERMANY ATTACKED FROM ALL SIDES; FRANCE STRUGGLES

RETREATS: French A Par-Pic.

AUSTRIA: A Vie S A Bud, A Bud S A Vie,  
A Alb-Gre, A Ser S A Alb-Gre,  
F Eas-Aeg.ENGLAND: F Nth-Hol, F Swe-Den,  
F Bel S F Nth-Hol, A Nwy-Swe,  
F Nrg-Nwy, F Eng S F Bel.FRANCE: A Por-Spa, A Pic-Par,  
A Gas S A Pic-Par.GERMANY: A Ruh-Mun, A Kie-Lvn,  
F Bal CON A Kie-Lvn.ITALY: A Spa H, F Wes S A Spa,  
F Ion-Trn, A Bur-Mar, A Tyo-Mun,  
F Bre-Gas, A Par-Bre, A Mun S  
GERMAN A Kie H/NSU.RUSSIA: A Ber S ITALIAN A Tyo-Mun,  
F Pru S A Ber, A Gal-Boh, F Sev S  
A Rum, F StP(sc) S ENGLISH A  
Nwy-Hol/NSO/imp, A Rum S  
AUSTRIAN F Ser-Bul(sc)/imp.TURKEY: F Aeg-Gre, A Bul S F Aeg-Gre, A Con-Smy, F Ank-Bla, A Bud S  
Rum-Ser/NSU, A Alb S Ion-Gre/NSU.DIP: There was some question about the French moves last turn. They  
were listed correctly. Rule IX.7 in the rulebook covers this movement.The Winter 1904 adjustments and Spring 1905 moves are due with the  
next issue. Supply Center chart on the next page.There has been a proposal for a draw between Austria and Italy.  
Please vote on this with the next issue. Failure to vote will be counted  
as a yes vote.

## SUPPLY CENTER CHART.....1904.....OLD HICKORY

AMERICA:	Bud Tri Vie Ser Gre.....	5/5	Constant
ENGLAND:	Edi Ion Ipl Nwy Swe Bel Den Hol.....	8/6	Builds 2
FRANCE:	<del>Ere For</del> For.....	1/3	Remove 2
GERMANY:	Kie <del>Wol</del> <del>Wol</del> .....	1/3	Remove 2
ITALY:	Nap Rom Mun Tun Ven Mar Spa Bre Par.....	9/7	Builds 2
RUSSIA:	Mos Sev StP War Rum Ber.....	6/6	Constant
TURKEY:	Ank Con Smy Bul.....	4/4	Constant

FRANCE

by Eric Verheiden

France in Diplomacy is uniquely blessed with two virtually uncontested supply centers for early expansion (Spain and Portugal), reasonably defensible borders and the ability to build and swing fleets from the Atlantic to the Mediterranean and vice versa.

As a result, France is probably the second best country to play in Diplomacy (the first being Russia, with an extra home center and easier inland access).

Generally speaking, the French player should initially concern himself with his neighbors to the north, England and Germany, usually allying with one against the other. Italy should be persuaded to move east initially, a task made easier by the glacial speed of an opening attack on France. The choice of allies between England and Germany is not a clear one; it depends on circumstances.

An English ally against Germany is likely to be faster moving and more profitable initially. Furthermore, an early breakthrough of French armies to the east can be crucial in obtaining an eventual winning advantage. On the negative side, England almost always ends up with quite a few fleets, fleets which have nowhere to go but south after Germany and Scandinavia have been cleaned up. So if allied with England initially, count on fighting her sooner or later. One of the best attacks is a fleet move to North Atlantic followed by a convoy to Clyde (or Liverpool) while the home island is relatively undefended.

A German ally against England can eliminate some of the mid game problems described above. France, swinging fleets against Italy in the Mediterranean at first opportunity; and Germany, moving armies into Austria and Russia, can expand in the mid-game in a quite complimentary fashion for some time. Furthermore, if France leaves a fleet or two in the north, a certain advantage may be maintained for the eventual conclusive battle which must be fought. On the negative side, England is not that rich a prize to begin with and units must generally be turned around to attack other targets of opportunity.

For initial orders, a very standard set is F Bre-Mid, A Par-Bur, and A Mar S A Par-Bur (or A Mar-Spa). The key points of a possible attack are Fne (by England), Bur (by Germany) and Pie (by Italy). This opening gives options to cover any or all of them and still pick up a build from Spain. Under less drastic circumstances, it should be possible to take both Spain and Portugal and with favorable conditions, a shot at Belgium (or Munich) may be considered as well.

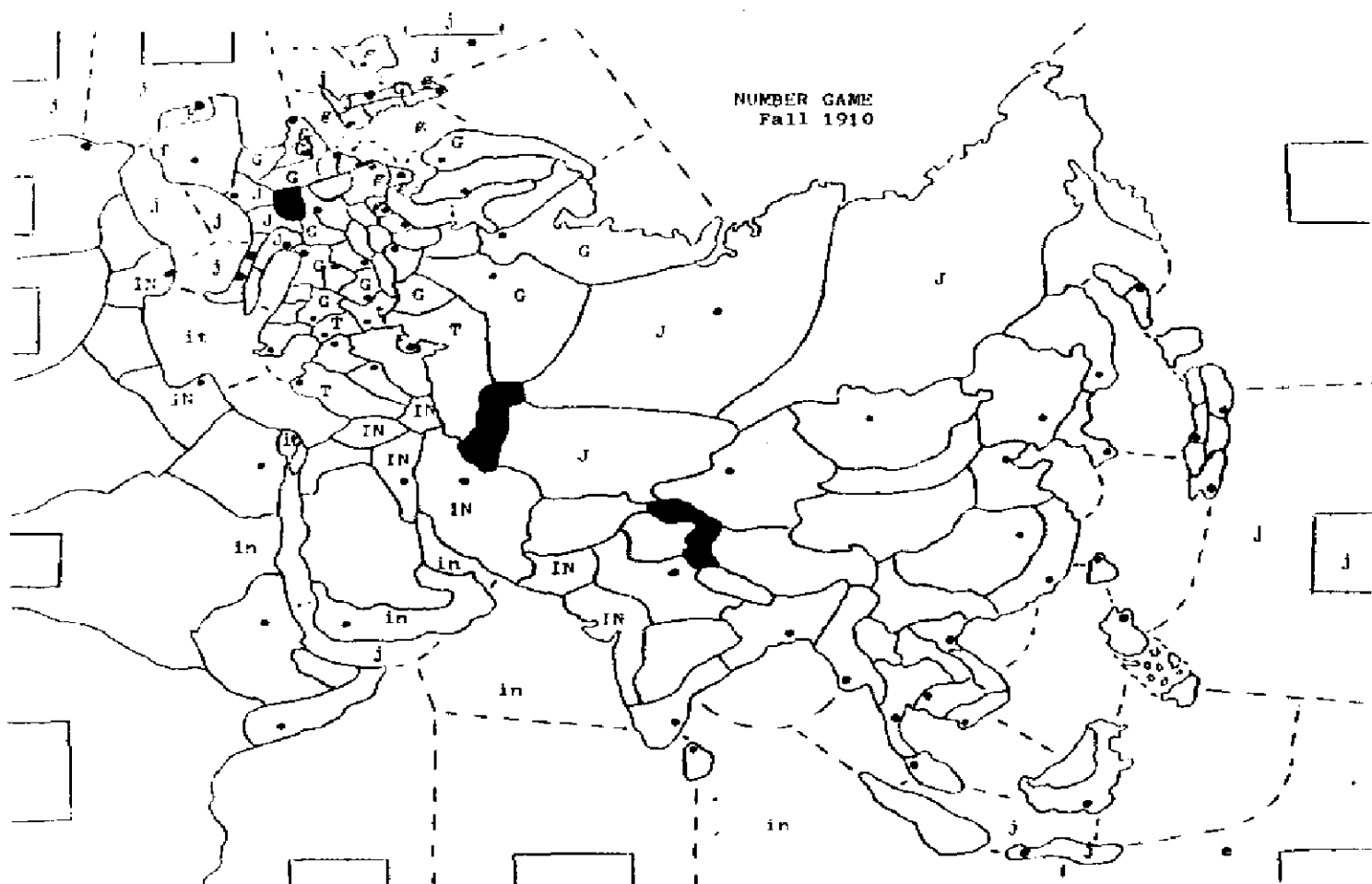
--Reprinted from Supernova, a novice packet for postal Diplomacy, by permission of the editor. A copy of Supernova may be obtained for \$1.00 from Bruce Linsey, 72 Ashuelot St., Apt. 3, Dalton, MA 01226.

NUMBERS (19832xm02)

Fall 1910

Youngstown IV

ENGLAND STILL AROUND; GERMANY NMR HURTS TACTICAL POSITION  
 INDIAN-TURKISH COOPERATION SEEN FOR FIRST TIME  
 JAPAN MOVES FARTHER IN THE MED



AUSTRIA(CD): No units on board.

ENGLAND(Evans): F Tim-Aus/imp.

FRANCE(CD): A Por H, F Spa(sc) H.

GERMANY(Outzs): NMR; F Natl H/dsl. A StP H, A Nwy H, A Mos H, A Trl H, A Bry H, F Eng H, F Bre H, F Nth H, F Ire H, F Cly H, A Par H, A Gas H, A Clu H, A Ser H, A Ukr H, A Tri H, F Kie H, F Den H, F Ber H, A Lpl H.

INDIA(Dorsey): F Eth-Sud, F Ara-Yem, F Mdr-Ara, F EInd-Tim, A Raj S A Snd, F Per S A Snd-Ira/NSO, A Snd S A Ira, A Nej-Bag, A Jor-Syr, A Arm S  
 TURKISH F Con-Smy, A Pen searches for Kaddaffi's grandmother, A Ira S  
 A Arm H, A Tun flags down a passing jap.

ITALY(CD): F Smy H/dsl(disbands), F Red H, F Sue H, F Ion H.

JAPAN(Goltz): F Ade-Red, F Jav H, F Mal-EInd, A Oms-Mos, A Tur S A Sib-Oms, A Pie S A Ven, A Ven H/UNO, F Gol S A Mar, A Mar H/UNO, F WMed-Tyn, F Mor-WMed, F Iri-Wal, F Matl-Iri, F SATl(OBB)-SPac, F MATl(OBB)-NAtl, F SATl S F MATl(OBB)-NAtl, F NPac(OBB)-NAtl, F Natl(OBB) S F NPac(OBB)-NAtl, F SPac-SPac(OBB), A Sib-Oms.

TURKEY(Lowman): F Bla-Rum, A Sev S F Bla-Rum, A Bul S F Bla-Rum, F Con-Smy.

DIP: The dislodged German fleet may retreat to Norwegian Sea or disband. I am not going to call for a standby for Germany yet. I believe that Jay just forgot to enclose his moves for this game and he has no intention of dropping out. Don't prove me wrong, Jay, or I will come after you!

Winter 1910 adjustments and Spring 1911 moves are due with the next issue.

The proposal for the draw was voted down 4 yes and 1 no.

SUPPLY CENTER CHART.....1910.....NUMBERS GAME

AUSTRIA:	<del>Sax</del> Gre <del>Bul</del> .....1/0	Builds 1*
ENGLAND:	Bor <del>Sax</del> .....1/1	Constant
FRANCE:	Por Spa.....2/2	Constant
GERMANY:	Ber Kie Mun Pos Den Hol Swe Edi War Lon... Mos Nwy StP Bel Vna Tri Bre Lpl <del>Mar</del> Par... Ire Bud Clu Ser.....23/21	Builds 2@
INDIA:	Cit Del Brm Cey Mdr Skg Mog Eth Tun Ira... Pen Egy Yem Bag.....14/13	Builds 1
ITALY:	Nap Rom <del>Sax</del> <del>Smy</del> .....2/3	Remove 1#
JAPAN:	Kyo Osa Tok For Kar Phi Kor Vla Man Ctn... Sia Pek Out Joh Tha Han Vtm Oms Mor Cam... Ven Jav Mar.....23/20	Builds 3
TURKEY:	Sev Rum Con Ank <u>Bul</u> <u>Smy</u> .....6/4	Builds 2

\*Austria is in Civil Disorder and will not build

@Germany will play one short if they disband F Natl because they can not build three due to a shortage of open home centers

#Italy is in Civil Disorder and will remove Fleet Red Sea

In case you didn't notice, the English fleet dislodged from last season retreated to the Timor Sea. Also, there were no proposals for concessions or draws this time. Not that many of you have been voting for the ones there have been.

#### PRESS

England is still alive!! Using the radar invented by Midshipman Einstein, to transport the HMS Drake to a future English colony. Most of the crew will have R&R while Ensign Einstein (recently promoted) develops a particle beam weapon to conquer the world in 1912! The war is not over yet!!

NOVIE(1981Djm)

Winter 1914

Youngstown XII

#### SEPERATION REQUESTED AMONG THE CONFUSION

RETREATS: Turkish A Gal-Clu; USA F Nfk-Yuc.

ENGLAND(Dorsey): Builds A Lpl. Has F Sar, F Gra, F CBr, A Tex, A Neb, F Cub, F Nfk, F Natl, F Eng, F Matl, F Bre, F Tyn, F Lyo, A Mar, A Mun, A Sax.

FRANCE(Evans): Removes A Gas. Has F CBr, F Ivo.

ITALY(Kendter): Builds F Nap. Has F Ion, A Ven, F Apu.

JAPAN(Wulff): Builds F Osa, F Kyo, F Tok. Has A Ala, F NPac, F Cal, A Sib, A Man, A Inn, A Out, A Skg, A Tib, A Del, A Snd, F Ara, F Ade, F Wind, F Moz, F Eind, F Som, F SInd, A Fuj, A Pan, F SPac, F Equ, F Tim, A Jav, F Peru.

RUSSIA(Lowman): Builds A War. Has A Gal, A Mos, F StP(nc), A Oms, A Boh. One short.

TRANSVAAL(Goltz): Builds F Dur. Has A Yem, A Mog, F Red, A Nej, A Eth, A Ken, A Gor, A Syr, A Sah, A Tun, A Alb, F Mag, A Col, F Arg, A Bra, F Satl, F Ant, F CGH, F Tho, A Tan, A Ngu, A Cap, A Gol.

TURKEY(Crosby): Constant: Has F Prs, A Ira, A Bag, F Egy, F Aeg, F Gre, A Ser, A Vna, A Tri, A Clu, A Ukr, A Sev, F Bla, A Afg, A Tur.

UNITED STATES(Bongard): Removes A Alg. Has A Cas, F Azo, F San, F Yuc, F Mex(ec), F Mgs.

DIP: The following moves are corrections from last season. JAPAN: A Man S A Vla-Sib, F Wind S F Mdr-Ara; RUSSIAN: A Oms-Mos, A Mos-War, A Sib-Oms/ANN. The Japanese moves are cosmetic only. The Russian moves failed because of the Turkish move A Gal-War/dsl. The effect are the same as reported last issue since Russia built A War, giving the same unit positions as the mistake gave.

Spring 1915 moves are due with the next issue. There has been a proposal for a draw between Japan-Transvaal-England. Please vote on this with the next issue. I have Spring 1915 moves from England, France, Italy,



PRESS

Excerpts from an overheard conversation:

"It's working! It's working!"

"What's working?"

"Pax Turkana! The ultimate program for world peace."

"?!"

"It's really very simple. The caliph gets everybody mad at us, see, then everybody attacks us, see?!"

"?!"

"If the non-believers attack us, they won't fight each other, ergo, Pax Turkana!"

"?!"

"But, Allah has pronounced us invincible! They will waste their firepower on we true believers."

"But what if..."

"Nah...Couldn't happen..."

Aboard the battleship USS Oregon, off Madras:

"But Admiral Baker, sir, they're selling like hotcakes all over the fleet! That musical group, the Vapors, I think, has been passing them out for a penny apiece, and now the men are starting to sing along."

"Relax, Commander, I'll bet the Japs couldn't care less. It's kind of a complement to them wouldn't you say? Besides, if we're stuck here any longer, those musicians may be right."

"Hope you're wrong, sir. I think I'll go check the performance over there."

"Sayonara", they said absently. As they whirled and glanced at each other in alarm, the crowd with the band on the poop deck joined in the chorus to their most popular tune:

"No sex no drugs no wine no women  
No fun no sin no you no wonder it's dark  
Everyone around me is a total stranger  
Everyone avoids me like a cyclone ranger, everyone  
That's why I'm turning Japanese I think I'm turning Japanese I  
really think so  
I'm turning Japanese I think I'm turning Japanese I really think  
so..."

GAETANO GAMES

Gaetano Games (Sept. 21-22, 1985) was my first experience into the new fad of mini-cons. This was hosted by Ken Peel in Silver Spring, Maryland. There were several games going on during the weekend; among them Diplomacy, Civilization, Spanish Main, and Stellar Conquest.

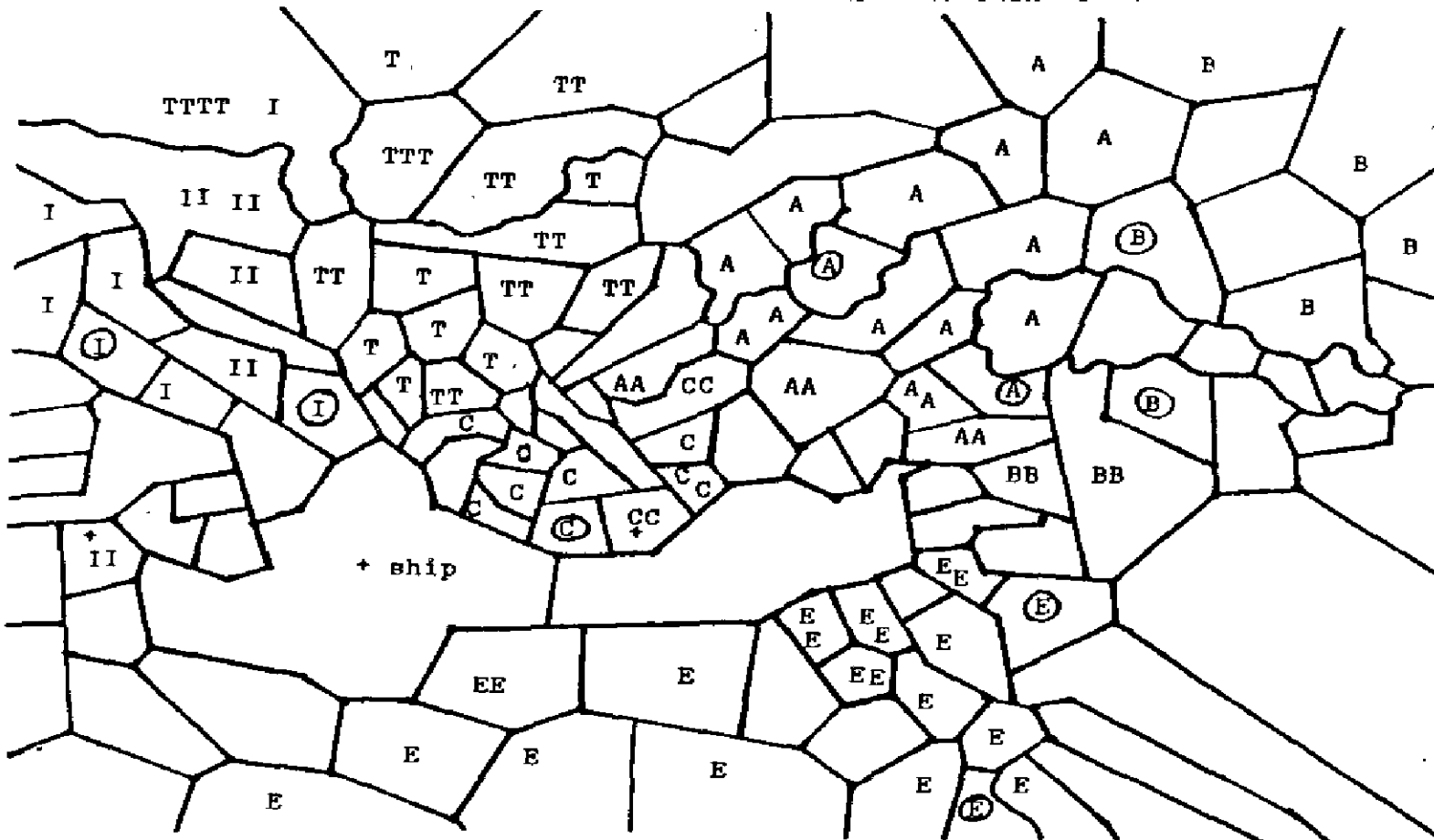
After driving all morning, I ran into a traffic jam on the Washington Beltway. My car overheated, causing me to arrive late. The two Diplomacy games had already started, along with Spanish Main and Civilization. I wandered around for a couple of hours, reading the rules to several games that I had heard about. The Diplomacy games finally ended, one in a RAT draw and the other in a GEF draw. By this time, it was dinner.

After eating, I finally managed to get into a game. Supremacy, a game developed in 1984, was beautiful. I had the best map board I have seen in a while, and the playing pieces were simple, yet managable. However, upon playing the game, its problems started to surface. We played the basic rules because no one had ever played a game before. This global game of nuclear conflict and star-wars is impossible to win. A serious attack against an enemy takes three turns to set up and execute. It is too easy to corner and manipulate the commodity markets. There was some discussion that some problems could be solved with the advanced rules, but we didn't want to start over at 1 am, so we called it a day.

Sunday started with a game of Stellar Conquest and Civilization. Both were well fought games, atleast in the beggining. I understand that one player quit the SC game because he didn't know about one rule and claimed the other players had used it for an unfair advantage. However, the CIV game was the best I have ever played in. The game started with Assyria and Egypt alone in the east, while there were four players in the west. As a result, Egypt was hit by every calamity possible. I even managed to hit him with Piracy while I had four ships, causing him to loose four cities. After Egypt fell behind, an informal trade embargo on Assyria slowed him down. There

(cont on Page 11)

CITIES POPPING UP ALL OVER THE MEDITERRANEAN  
 CONFLICTS BETWEEN ITALY-THRACE AND CRETE-ASSYRIA START



- ITALY(WUIFF):** Expansion gives 4t B8, 2t B3, 4t B2, 2t A6, 4t A3, 2t B7, 2t B6, 4t A7, 4t A1, 4t A8. Uses 2 tokens at B6 to build a ship.  
 Movement (2t B8-C2)/S:B6-B8-C4-C3-C2/, 2t B7 hold, 2t B8-B7, 1t B2-B6, 2t A6-B2, 1t A7-A6, 1t A3-A7, 2t A8-A3, 4t A1 hold, 2t B3-B7, 1t B2 hold, 2t B2-B3, 3t A7-B2, 1t A3-A4, 2t A3 hold, 2t A8 hold.
- THRACE(Larzelere):** Expansion gives 4t A5, 4t K5, 4t K7, 4t R4, 4t P3, 2t A1, 2t A9, 2t R1, 2t R2, 2t R3, 2t P5.  
 Movement 2t A9-A1, 3t A5-A1, 1t A5-A2, 2t P5-P6, 1t R4OP5, 1t R3-P7, 1t R2-A9, 2t R1-A9, 1t R4-R1, 2t P3-K7, 3t K7-A5, 1t K7-K6, 2t K5-K1.
- CRETE(Bongard):** Expansion gives 4t M4, 4t M6, 4t N8, 4t N9, 2t N4, 2t N5. Uses 1 token at N6 to support the ship.  
 Movement (M6-N7)/S:N9-M6-N9-N7-N9/, 1t M4-M2, 1t M4-M5, 2t M4 hold, 2t N9-N8, 1t N4-N1, 1t N5-N6, 4t N8 hold, 2t M6 hold, 2t N9 hold, 1t N4 hold, 1t N5 hold.
- ASSYRIA(Frueh):** Expansion gives 2t G1, 2t L8, 2t L7, 2t L5, 2t M3, 2t M1, 2t L1, 2t L4, 2t L2, 2t L6, 2t L3, 2t J3, 4t L9, 2t G2.  
 Movement 2t M1-M2, 1t L1-M1, 2t L5-L4, 2t L2-L4, 1t L3-L2, 1t J3-J1, 1t L6-L5, 3t L9-G2, 1t L8-G2, 2t G2-G4, 2t G1 hold, 1t L8 hold, 2t L7 hold, 2t M3 hold, 1t L1 hold, 2t L4 hold, 1t L6 hold, 1t L3 hold, 1t J3 hold, 1t L9 hold, 1t G2 hold.
- BABYLON(Solomon):** Expansion gives 4t G3, 2t J7, 2t J4.  
 Movement 2t G3-G6, 2t G3 hold, 1t J4-J2, 1t J4-J5, 1t J7-H1, 1t J7-J8.
- FGYPT(Dorsey):** Expansion gives 2t F1, 2t G8, 2t D5, 2t D6, 2t D8, 2t E4, 2t D7, 2t E7, 4t E8, 2t F7, 2t F8, 2t E5, 2t F5, 2t E3, 2t E6.  
 Movement 2t F1 hold, 2t G8-F1, 1t D5-D2, 1t D5-D3, 2t D6-D4, 2t D8-E1, 1t E4-E2, 1t D7-D5, 1t D7-D6, 1t E7-E5, 1t E7-E4, 1t E8 hold, 1t E8-D7, 1t E8-F5, 1t E8-F7, 2t F7-F8, 2t F8 hold, 1t E5-E6, 1t E5-E2, 2t F5-F8, 2t E3-G8, 2t E6-F1, 1t E4 hold.

CONFLICT: Space A1 - Italy and Thrace

starting	4	7
ending	1	4

Space M2	Assyria	Crete
start	2	1
end	2	0

BUILD CITIES: ITALY: B7, B2                      ASSYRIA: I4, G2  
                  CRETE: N8                              EGYPT: F1, F8

TRADE CARD ACQUISITION:

ITALY: #1 _____, #2 _____.	Has 2 cards.
CRETE: #1 _____,	Has 1 card.
ASSYRIA: #1 _____, #2 _____.	Has 2 cards.
BABYLON: #1 _____, #2 _____.	Has 4 cards.
EGYPT: #1 _____, #2 _____.	Has 2 cards.

AST ALTERATION: ITCAB are on the 5th square, E is on the 4th square.

Note: TC need 2 cities next turn to continue advancing.

The AST was wrong last turn. Everybody (except Egypt) should have been listed on the 4th square. Egypt knew that he would fall behind, so there is no problem there.

This turn is done up to the end of phase C. Next turn will be needing the same things as this turn. Trade will start after the next turn.

On your sending your moves to me, please list all of your tokens that hold. It is very confussing for me when you say "All other tokens hold." I have to make sure that everything is legal, in addition to finding "all holding tokens" myself.

I suggest that everyone send postcards (SASE) for trade conformations. I will make phone calls IF I have permission and you have sent me a deposite for phone bills in advance. (I have post cards from E ONLY.)

I am enclosing notes to each player about the situation with Wulff-Bongard. If there is no note, please call me.

PRESS

Assyrian to King Solomon: I thank you for the peaceful coexistence pact which we pledge ourselves to follow. If there is anything we can do for you (sacrifice some Egyptians or Cretians) just ask...

Assyrians to Thracians: Now is the time for all good soldiers to come to the aid of disposing lousy Cretians...You take the high road, I'll take the low road...Meet you in Athens...

Assyrian to Cretians: Now don't get me wrong, I'm not after you. But we surely don't want to see any bloodshed of Asia Minor do we? You can have Corfu and Rhodes, I want Cyprus...it's that simple.

Open letter from Crete: Has anyone noticed the Egyptians' apparent desire to acquire all the African real estate available? I don't know about you all, but I'm a tad edgy. I know it's probably a folorn hope, but if we're all nice to each other we should end up with access to seven of eight useable city sites each. I know I'm going to be sitting on a lot of city sites, but I can't afford to build on most of them and lose the agricultural output.

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(Continued from page 9)

was very good trading cooperation in the west, and no conflict. Assyria managed to knock Crete out of the running, while Egypt knocked Africa out, he couldn't quite manage my Italy alone, so he turned on Thrace with to little to late. The game ended with Assyria, Italy, and Thrace reaching the final square simultaneously. Thrace won on points, Italy was 25 points behind that, while Assyria was only 75 points behind Thrace. This is amazing when you consider that this was in the 1600 point range.

This was a fun weekend, one of my best gaming experiences in a long time. It gave me an oportunity to meet several people I had written with, and some that are in games in TAG. Thank you Ken, I enjoyed it. (Sorry this is such a sloppy writeup, but I need to finish if this is to get out this next week.)

## A BATTLE OF WITS -.#2 (ANSWERS)

1. The oldest man to land with the initial waves on D-Day was Brigadier General Theodore Roosevelt, eldest son of President Teddy Roosevelt.
2. The only general to land in the first wave was Brigadier General Theodore Roosevelt. He was 57.
3. The codenames of the Normandy beach heads were (from east to west) Utah, Omaha, Gold, Juno, and Sword.
4. Three airborne divisions landed in Normandy in the wee hours of June 6, 1944. They were the US 101st, US 82nd, and the British 6th.
5. The Germans flew 2 sorties on June 6. Wing Commander Josef Priller and Sergeant Heinz Wodarczyk strafed Omaha beach shortly after 9 am.
6. A 'Donald Duck' was a Duplex Drive amphibious Sherman tank. It was mounted with propellers and had a watertight body, along with a canvas flotation collar. However, they tended to swamp in rough water, and several were lost on D-Day.
7. A "Mulberry" was an artificial harbor made of sunk ships and prefabricated sections. Mulberry B, designed for the British beach heads, could handle up to 500 ships at one time.
8. The first Battalion to land on the Normandy beaches was the 2nd Battalion of the 8th Infantry Regiment.
9. A Company, 116th Regiment of the 29th Division had a 96% casualty rate. 197 of their men were killed or wounded within the first ten minutes of landing. (20 of 37 men from Bedford, Virginia in the Company were killed, the hardest hit town in any action.)
10. The code name for the D-Day landings was 'Operation Neptune.' 'Operation Overlord' was the code name for the total defeat of Germany.
11. 'Bolero' was the code name for the men and material buildup from America in preparation for D-Day.
12. D-Day was originally set for June 5, 1944, but had to be postponed due to bad weather.
13. Fieldmarshal Erwin Rommel was the C-in-C of the troops that were defending Normandy.
14. The French Resistance was informed of D-Day by the first two lines from Paul Verlaine's poem "Autumn Song." The first line, "The long sobbing of the violins of autumn" was broadcast to tell that the invasion date had been set (on June 1 and 2); and the second line, "wound my heart with monotonous languor," broadcast on June 5 at 9:15 pm, meant that the attack would occur within 48 hours. The Germans knew the code, and its meaning. They even intercepted it. However, it was ignored because Field Marshal Gerd von Rundstedt thought that an invasion could not occur in the bad weather at that time.
15. A Belgian Gate was an upright iron-frame placed between low- and high-tide areas on the beaches. It was designed to rip the bottom out of a landing boat. A Hedgehog was a steel rod placed at the 10-foot deep mark which was designed to stave in the bottom of landing craft.

## REFERENCES:

- The Historical Encyclopedia of World War II, edited by M Baudot, et al. Greenwich House. New York, New York. 1977.
- The Longest Day, by Cornelius Ryan. Simon and Schuster, NY, NY. 1959.
- The Military Hardware of World War II, by E. Grove, et al., The Military Press. New York, NY. 1984.
- Rommel as Military Commander, by Ronald Lewin. Ballantine Books. New York, NY. 1968.
- The Second Front, by Douglas Botting. Time-Life, 1978.

The response to this contest was slightly better than last time, but nothing wonderful. I expected several since so many people know a lot about World War II. Even if you don't know any answers, please let me know if you enjoy the section. If you don't, I can devote my energies to something else, such as graduate school.

The winner this time was Dave Bongard. He got 10½ answers correct. I will be sending him a copy of The Longest Day by Cornelius Ryan as soon as I buy it. Jay Ouzts came in second place and will be receiving two free issues of TAG (he got 6½ correct).

ABOW#3 next issue. Subject: the Confederacy.

I was asked to publish the following:

I, Patrick Conlon, hereby verify the following regarding the 1985 Runestone Poll:

RECEIVED  
SEP. 13 1985

1. Bruce Linsey was not informed which ballots were whose from among those sent to me. Rather, I transcribed these ballots onto unsigned forms, numbered them randomly for ease in tabulation, and sent them to Bruce.
2. I have contacted enough of the Runestone Poll voters directly to satisfy myself that all votes were accurately recorded.
3. I have performed the mathematics (as described on page 4 of The Cream Shall Rise!) for a number of publications and G.M.s, including The Voice of Doom, and have satisfied myself that the results were calculated correctly. Further, I am willing to verify the results for any given publication or GM upon request.
4. Bruce Linsey gave me free and unlimited rein to do all the verification necessary, at his expense. This included his making available the addresses or phone numbers of any voters I chose to contact, a detailed explanation of the procedures used in scoring, and absolute freedom to check with him regarding any and all questionable situations. All of the ballots received by Bruce were xeroxed and forwarded to me.

(signed) Patrick J. Conlon  
(date) 3 September 1985

Publication appreciated

## NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY #3

The first two NADP Surveys were conducted in 1974 and 1975. 156 and 168 people responded to those two surveys. All publishers are requested to reprint this form. All information provided by respondents is strictly confidential. You MUST give your name in order to be tallied, to avoid duplicates. PRIZES: Several DIP publications will be awarded to randomly selected respondents. PLEASE RESPOND BEFORE NOVEMBER 20, 1985 to Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226 or Lew Pulsipher, 5102 Catalpa Rd., Fayetteville, NC 28304.

## EXPERIENCE

Name: \_\_\_\_\_ Age: \_\_\_\_\_ Sex: M \_\_\_ F \_\_\_ . Year you began playing postal DIP \_\_\_\_\_; face-to-face DIP \_\_\_\_\_; convention tournament DIP \_\_\_\_\_; electronic-mail DIP \_\_\_\_\_; telephone DIP \_\_\_\_\_; postal DIP variant \_\_\_\_\_; face-to-face DIP variant \_\_\_\_\_; Have you ever played as a replacement in postal DIP \_\_\_\_\_.

Do you or did you publish a DIPzine (not subzine or carbon copy)? \_\_\_\_\_

Do you or did you GM postal DIP games or Variants? Yes \_\_\_ No \_\_\_ . How many hours per week do you devote to DIPLOMACY? \_\_\_\_\_.

How well do you think you play postal DIPLOMACY (0=very poorly, 5=average, 10=very well) \_\_\_\_\_; face-to-face DIPLOMACY \_\_\_\_\_; How many postal DIP games (standard and variant) have you been in (completed or in progress)? 0-5 \_\_\_\_\_, 6-10 \_\_\_\_\_, 11-20 \_\_\_\_\_, 21-40 \_\_\_\_\_, 41+ \_\_\_\_\_. Did you respond to NADPS #1 or 2? \_\_\_\_\_ How many DIPzines do you read regularly? \_\_\_\_\_.

Are you married? NO \_\_\_, YES \_\_\_. Are you a student? NO \_\_\_, YES \_\_\_. Mark if you play: bridge \_\_\_, board wargames \_\_\_, role-playing games \_\_\_, DIP variants \_\_\_, computer games \_\_\_. Do you own a computer? \_\_\_\_\_. If yes, do you own a modem? \_\_\_\_\_. Do you read science fiction? \_\_\_\_\_. Do you play non-DIP games by mail \_\_\_\_\_.

How many pages of game press releases do you write per quarter year: 0-1 \_\_\_\_\_, 1-5 \_\_\_\_\_, 5-10 \_\_\_\_\_, 10-20 \_\_\_\_\_, 20+ \_\_\_\_\_. Check items you've read from: Gamers Guide to Diplomacy (Walker) \_\_\_\_\_, Diplomacy Games and Variants (Pulsipher) \_\_\_\_\_, The Game of Diplomacy (Sharp) \_\_\_\_\_, Strategy & Tactics of Postal Diplomacy by (Peery) \_\_\_\_\_, Supernova (Linsey) \_\_\_\_\_, Lexicon of Diplomacy (Berch) \_\_\_\_\_, SF/F Variants Package (Pulsipher) \_\_\_\_\_, Lord of the Rings (Tolkien) \_\_\_\_\_, Getting to Yes (Fisher and Urey) \_\_\_\_\_, You Can Negotiate Anything (Cohen) \_\_\_\_\_, Foundation Trilogy (Asimov) \_\_\_\_\_.

## OPINION

In the following, no particular order is needed, nor need you name 5, 5 most important people in Diplomacy fandom \_\_\_\_\_

5 most skilled postal DIP players \_\_\_\_\_

5 favorite active DIPzines \_\_\_\_\_

## GAMEMASTERING

What postal deadline length do you prefer (weeks)? 2 \_\_\_, 3 \_\_\_, 4 \_\_\_, 5 \_\_\_, 6 \_\_\_\_\_. What would be a reasonable game fee for an experienced GM with a good reputation (assume a sub to the zine is required separately)? \_\_\_\_\_. How should countries be assigned? by chance \_\_\_, by player preference \_\_\_. Who wins the postal game? GM \_\_\_, players \_\_\_\_\_.

## ZINES

Think about your ideal of a zine to play postal games in. How many postal games (including non-DIP) should be run in the zine? \_\_\_\_\_. Circulation would be less than 25 \_\_\_, 26-50 \_\_\_, 51-100 \_\_\_, 100+ \_\_\_\_\_. Number of editors \_\_\_\_\_. Number of subzines \_\_\_\_\_. Your GM is \_\_\_, is not \_\_\_, the publisher.

## PLAYING THE GAME

Assign numbers indicating the relative importance in play of these three elements of Diplomacy (0=no importance, 5=average importance, 10=very important): tactics \_\_\_\_\_, strategy \_\_\_\_\_, negotiations \_\_\_\_\_.

In a perfectly played game of DIP, what would be the inevitable outcome? no inevitable outcome \_\_\_, win \_\_\_, 2-way draw \_\_\_, 3-way \_\_\_, 4-way \_\_\_, 5-way \_\_\_, 6-way \_\_\_, 7-way \_\_\_\_\_.

Assign numbers (0=hopelessly weak, 5=average, 10=very strong) to indicate the comparative strength of the countries in standard DIP: Aus \_\_\_, Eng \_\_\_, Fra \_\_\_, Ger \_\_\_, Ita \_\_\_, Rus \_\_\_, Tur \_\_\_\_\_.

Assign numbers to indicate comparative value to you of the the following DIP game finishes (0=no importance, 100=highest importance; please assign 100 to at least one outcome): win\_\_\_\_, 2-way draw\_\_\_\_, 3-way\_\_\_\_, 4-way\_\_\_\_, 5-way\_\_\_\_, 6-way\_\_\_\_, 7-way\_\_\_\_, 2nd place\_\_\_\_, 3rd\_\_\_\_, 4th\_\_\_\_, 5th\_\_\_\_, 6th\_\_\_\_, 7th\_\_\_\_.

What part (in %) would you say chance, as opposed to skill, plays in DIP\_\_\_\_, Chess\_\_\_\_, Poker\_\_\_\_, Bridge\_\_\_\_, Adv. Dungeons&Dragons\_\_\_\_. Using the first letter of each country, list in order your playing preferences from most preferred to least preferred:\_\_\_\_. List in order the four strongest two-country alliances in GIP: 1\_\_\_\_, 2\_\_\_\_, 3\_\_\_\_, 4\_\_\_\_.

#### AGREE/DISAGREE

Answer the following with :Z=not familiar with the idea, A=agree strongly, B=agree somewhat, C=neutral/no opinion, D=disagree somewhat, E=disagree strongly

If the army or fleet designation is missing from an order, or is wrong, then the order should be disallowed.\_\_\_\_\_

The GM should strictly maintain his deadlines, not accepting late orders under any circumstances.\_\_\_\_\_

GMs generally aren't considerate enough of the interests of players.\_\_\_\_\_

It is better to be a one-unit puppet than to be wiped out.\_\_\_\_\_

DIPLMACY is the best game I ever played.\_\_\_\_\_

The maintenance of the Boardman Numbers is vital to the hobby.\_\_\_\_\_

The Novic Packet (Supernova) is vital to the hobby.\_\_\_\_\_

"How to Win" articles contribute to my enjoyment of the hobby.\_\_\_\_\_

"How to Win" articles help improve by playing ability.\_\_\_\_\_

With unlimited time, FTF games are more likely to end in a draw than postal games.\_\_\_\_\_

Unordered units should not be eliminated when dislodged in order to minimize the effect of missed moves on postal DIP.\_\_\_\_\_

A unit ordered to hold and support is double-ordered, and therefore unordered.\_\_\_\_\_

GMs should publish reasonably comprehensive houserules to set forth their specific procedures for their players.\_\_\_\_\_

A GM should not try to GM more than six games at once.\_\_\_\_\_

There ought to be a "world championship" postal DIP tournament.\_\_\_\_\_

There ought to be a "world championship" FTF DIP tournament.\_\_\_\_\_

"Demonstration games" contribute to my enjoyment of the hobby.\_\_\_\_\_

There ought to be a single, universal rating system as in chess.\_\_\_\_\_

I never ally again in the same game with someone who stabbed me.\_\_\_\_\_

I never ally again in any game with someone who stabbed me.\_\_\_\_\_

I enjoy postal DIP more than FTF.\_\_\_\_\_

Please mail this form by November 20 to Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226 or Lew Pulsipher, 5102 Catalpa Rd., Fayetteville, NC 28304. Results will be made available soon after that date.

THIS SURVEY CAME FROM THE APPALACHIAN GENERAL.

#### STANDBY PLAYERS:

Ouzts(1,4), Early(1,2), Zarse(1,2,3,4), Bongard(1), Evans(2), Brooks(2), Wrobel(3)

1-Diplomacy 2-Gunboat 3-Civilization 4-Youngstown

Damn! My last ribbon broke!

#### STANDBY PLAYERS FORM:

I, \_\_\_\_\_, wish to be a standby player in the games marked below. I will accept and play any position that I am given. If I play the position to conclusion, I understand that I will receive three free issues of THE APPALACHIAN GENERAL.

\_\_\_ Diplomacy

\_\_\_ Youngstown IV

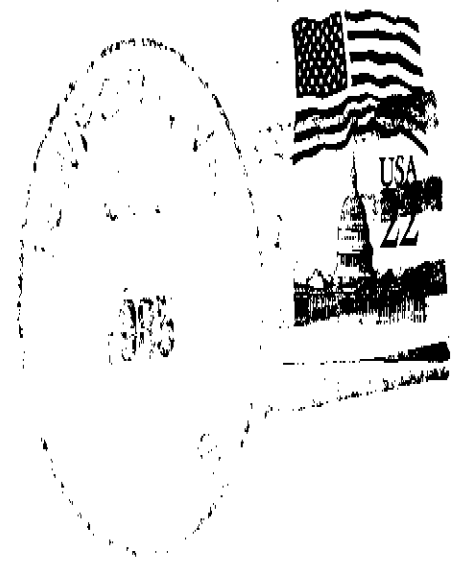
\_\_\_ Gunboat Diplomacy

\_\_\_ Youngstown XII

\_\_\_ Civilization

\_\_\_ Final Conflict III

THE APPALACHIAN GENERAL  
c/o David K. Mc/Crumb  
Route 1, Box 109  
New Castle, Virginia 24127



player \_\_\_\_\_

sub \_\_\_\_\_

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